

Amendments to the Specification:

Please replace the paragraph [0061] beginning at page 12, line 11, with the following rewritten paragraph:

5 ***--C. Select an option that causes the playing of an event recording to launch a separate executable as a viewer.*** This is shown in **Figure 4**. The user right-clicks on the mouse or its equivalent with the mouse cursor 9 on the event replay switch 8 and an Info Canvas object 10 appears for the event replay switch. The term "Info Canvas" is a trademark of NBOR Corporation. The Info Canvas
10 object 10 for the event replay switch 8 provides entries to change the properties of the switch or control functions associated with the event replay switch. Thus, the Info Canvas object 10 serves as a menu for using the event replay switch 8. For more information about Info Canvas objects, see simultaneously filed U.S. patent application serial no. 10/671,953 ~~xx/xxx,xxx~~, entitled "Intuitive Graphic User
15 Interface with Universal Tools", which is incorporated herein by reference. In this Info Canvas object 10, the entry "Turn on Viewer" 11 is activated by clicking on the entry, which selects the option for replaying event sessions in the viewer.--

20 Please replace the paragraph [0064] beginning at page 13, line 15, with the following rewritten paragraph:

 --When a user enters the event browser 4, which is shown in **Figure 2 3**, any listed event session can be selected. This selection can be made by double clicking on a mouse button, entering a verbal command or other equivalent command. When the event session is selected, the event session is automatically assigned to an event
25 replay switch 8, as shown in **Figure 3**. When this switch 8 is depressed to activate it, the event recorder looks to see if the user's system has been configured to play event sessions either locally (playing the event session in the original Blackspace environment) or remotely (using a viewer in a second executable to play the event session). If configured to play event sessions remotely, then the event recorder
30 launches a new executable 12 (which is a separate copy of the same code the user is

currently operating), as shown in **Figure 5**. Then by means of a socket connection between the two running executables, the event recorder will load the event session into the second executable and then start playing that event session in that executable.--

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Please replace the paragraph [0073] beginning at page 16, line 10, with the following rewritten paragraph:

--**Figure 6** shows the placement of event replay switches into an electronic document. Because the computer program has the ability to assign event sessions to graphical switches 8a, 8b and 8c (switches that are graphical objects in the Blackspace environment), users can place these switches 8a, 8b and 8c anywhere within the user's working environment – anywhere within the Blackspace environment. Therefore, users can embed event sessions anywhere they want in their working environment. One method of embedding an event session in an electronic document would be to place a first switch 8a into a text document by first recalling the event session as described above with reference to **Figure 3**. Then the event replay switch 8a is dragged to a desired location in a text document, as shown in **Figure 6**. Then a second event switch 8b is recalled and dragged to a second location and so on. This document could be in the Blackspace canvas or in a VDACC object. The term "VDACC" is a trademark of NBOR Corporation. A VDACC object includes a workspace surface or canvas that may be larger than the visible or viewable area of the VDACC object. Thus, the VDACC object allows a user to scroll the visible area to view graphic objects or contents in the VDACC object that were hidden from the visible area. For more information about VDACC objects, see simultaneously filed U.S. patent application serial no. 10/671,953 ~~xx/xxx,xxx~~, entitled "Intuitive Graphic User Interface with Universal Tools".--